SNSP-QT-AUS

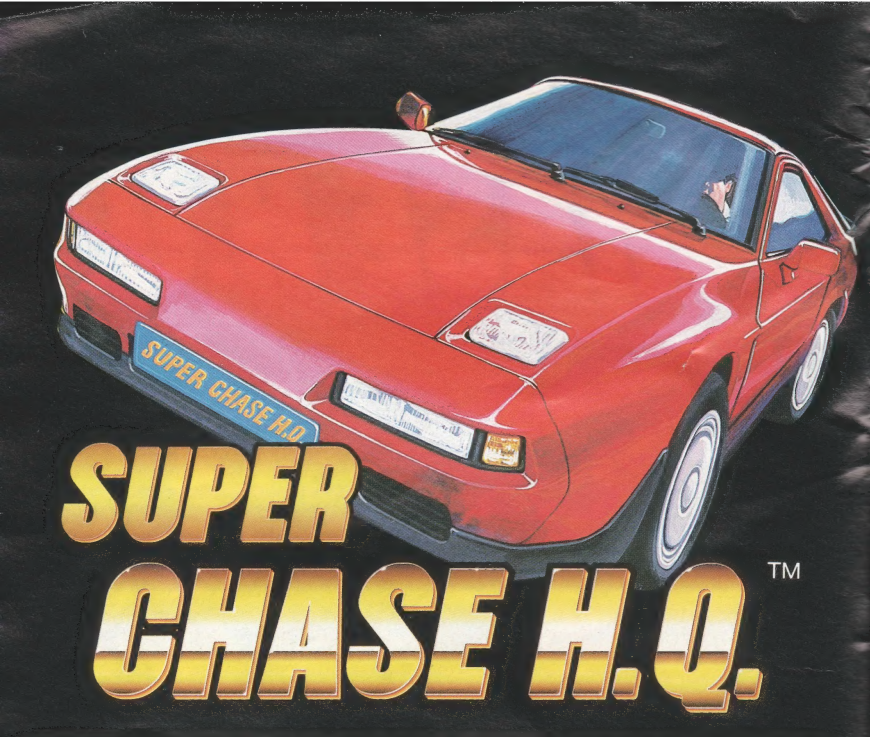
SUPER CHASE H.Q.™

INSTRUCTION BOOKLET

TAITO®

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION



SUPER CHASE H.Q.™

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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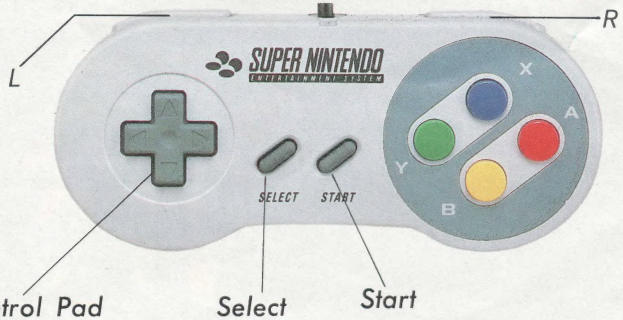
DRIVING

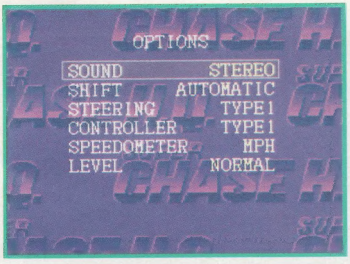
As a smuggler-busting cop in disguise, you drive a candy-apple red sports car to support your cover. In the process of apprehending suspects, you always wind up in high-speed chases, so know your vehicle.



L/R	*Push L to downshift in MANUAL and AUTOMATIC drive. Press R to shift up only when in MANUAL drive.*
	Push left and right to steer. To move the highlight bar when choosing options, press up and down.
SELECT	*The Select Button is for rookies. You won't be using it in this game.*
START	*Push Start to choose a highlighted option, to pause, or to return to Title Screen from Options Screen.*
X	*You will not need the X Button.*
Y	*Set the Y function in the Options Screen. In Type 1, Y is for brakes, in Type 2 Y is for the gas pedal.*
A	*The A Button will activate your nitro acceleration in both Type 1 and Type 2 settings.*
B	*Choose Type 1 setting in the Options Screen to make B your gas pedal. Pick Type 2 to make B your brakes.*

OPTIONS

Select OPTIONS on the Title Screen and push Start. In the Options Screen, move the highlight bar to an option, and push left or right on the Control Pad to see its different settings. When finished, push Start.



SHIFT

If you're a hotrod and want to shift your sports car manually with the L and R Buttons, choose MANUAL. In AUTOMATIC, your car automatically shifts up, but you can downshift with L.

STEERING

In Type 1, your steering wheel re-centers itself after a turn. Type 2 requires more steering control from you. With Type 3, you must correct the wheel for each dodge and turn.

CONTROLLER

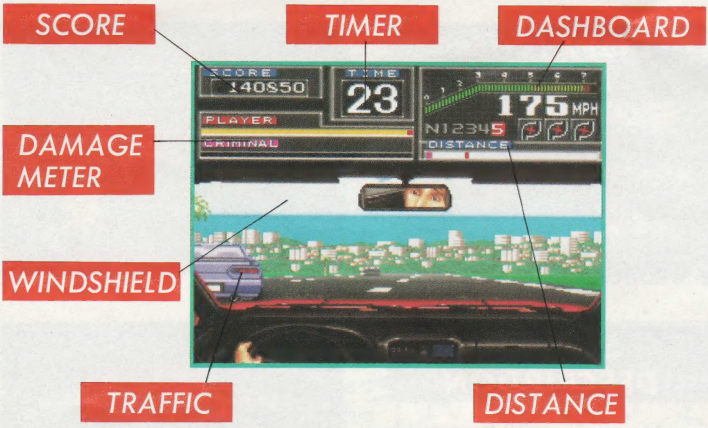
Select CONTROLLER with the Control Pad and a diagram appears showing the buttons settings for each format. Push left or right to see the settings for the other Controller format.

LEVEL

If this is your first undercover mission in a sports car, choose EASY until you become familiar with the vehicle. When you feel ready, move up to NORMAL.

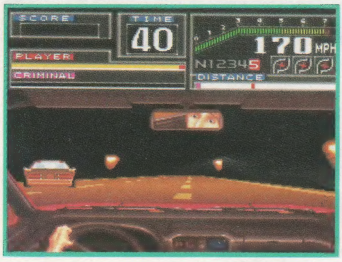
WINDSHIELD

Your view is through the windshield of your car. And you can see your handsome mug in the rearview mirror. You have a very expressive face, which changes every time your chase takes a turn for the better or worse.



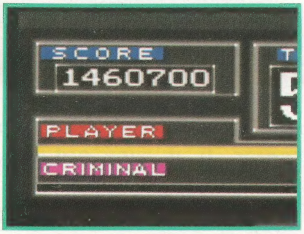
DIFFERENT VIEWS

The view changes with your surroundings. When white-knuckle driving through a tunnel, as shown below, you don't have time to turn on the headlights, so stay centered and avoid walls!



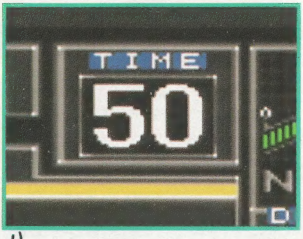
SCORE

The faster you drive, the faster your points add up. Plus, the first car you pass earns you 200 points, the second 400 points, and so on. If you lose control and collide with traffic, your points are set back to 200.



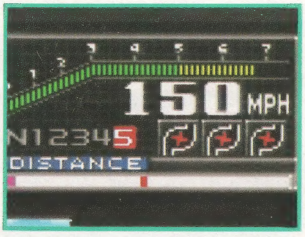
TIMER

You must catch up to the suspect within a limited time. If you reach him before time runs out, the extra time is added to your limit for apprehending him (in other words, smashing in the back of his car until he surrenders or wipes out).



DASHBOARD

The dashboard layout looks like this: Tachometer on the top; below that is the speedometer; under that is the gear you are currently in, and how many nitro accelerators you have left.



GEAR BOX

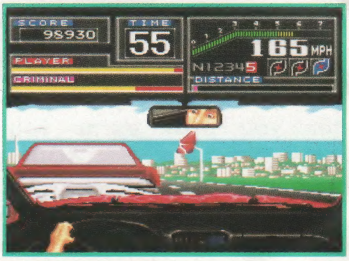
Look at the gear box to see which gear you're currently using. In MANUAL, keep the Tachometer up in the 5-7 range for maximum acceleration.

NITRO

Nitro acceleration blasts your car down the road at blinding speeds. You have three nitros per round, and when you Continue, you get another three.

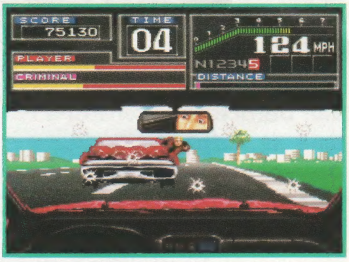
DAMAGE METER

Any obstacles you crash into, aside from the suspert's vehicle, will lower your damage meter. If it runs out, you lose the car. When you catch up to the criminal, smash into him until his meter runs out.



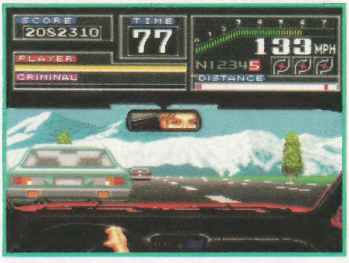
WINDSHIELD

The scum you're chasing are usually armed and won't hesitate to fire at you. Bullets can penetrate the windshield and impair your vision. They also lower your damage meter, so try to dodge them.



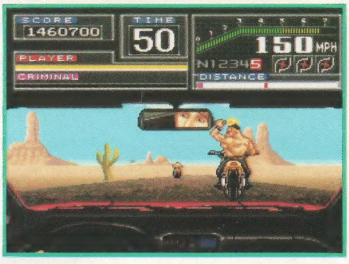
TRAFFIC

Sunday drivers are always thick on the roads. They pay no attention to your approach and will, in fact, often pull out right in front of you. Pass them to earn points and try not to hit them.



DISTANCE

This chart displays your car as the mark to the right, and the suspect's car as the mark to the left. As you approach the criminal, you'll see your mark moving left towards his mark.



SCORING

Once you apprehend the criminal, the Bonus Screen appears. Here, you'll see the points you earned added to any bonuses awarded, and the total. You must capture the suspect to see this screen.

SCORE

Your points accumulate from round to round. Each time you successfully make an arrest, the points are added to your total score. Earning points won't gain you a promotion or a raise, but they do allow you to rank yourself against other undercover cops. You're all a very competitive bunch, always trying to prove who is the best driver.

BONUS

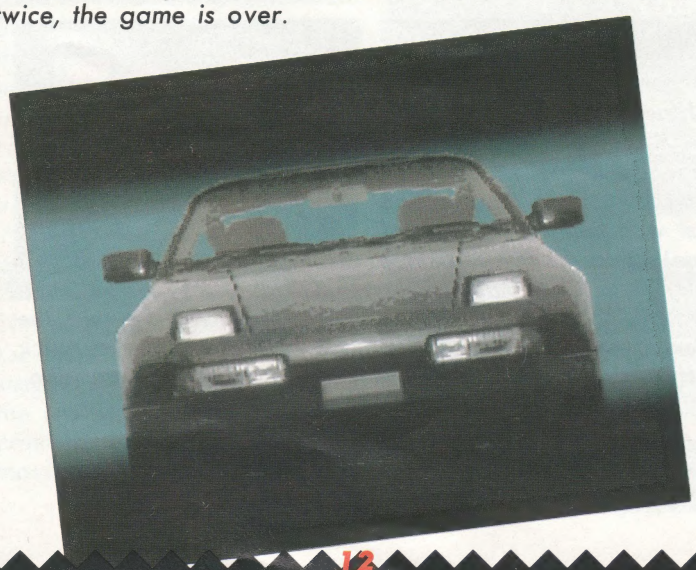
You can earn bonus points which are added to your total score. Bonus points are awarded for successfully capturing the criminal, for making the arrest with time to spare, and for not using all of your nitro accelerators. Low damage levels to your vehicle will also earn you bonus points. Remember that smashing into the suspect's car doesn't damage your own. To make a quick arrest, hit the other car as often and as hard as you can.

CONTINUE

Headquarters is short on cash these days, so they'll only let you total three cars before suspending you. When you lose a car, choose Continue to get a new one. You can only select the Continue option twice.

A NEW CAR

When you run out of time, or your car is totally wrecked, a "CONTINUE?" message appears at the top of the screen. You have 9 seconds to make your decision and press Start. If you don't choose to Continue, you'll return to the Title Screen. If you do Continue, you start again from the beginning of that round. When you lose the car after you've chosen Continue twice, the game is over.



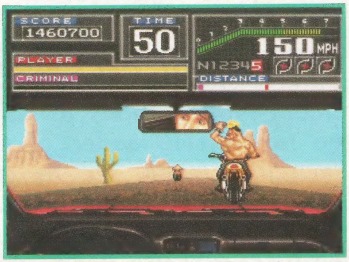
THE ROUNDS

Your assignment will lead you through five Rounds in pursuit of the suspects. Every time you apprehend one criminal, another one pops up!. Nobody said law enforcement was easy, but it can be fun when racing through traffic.

ROUND 1

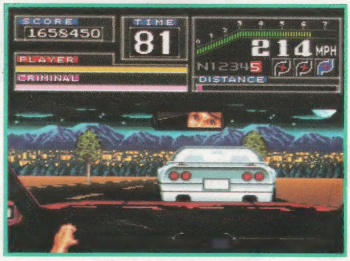
Your first chase will be down a wide freeway choked with traffic. Fortunately, it's a clear, sunny day and visibility is good. That's important because you're going to be dodging and weaving through miles of slow Sunday drivers who get in your way. As the chase picks up, you'll find yourself reaching speeds of 180 miles per hour. Hang on tight because that's when things get interesting.

ROUND 2



The next stake-out takes place in the desert. When you find the suspect, he takes off down a dirt road at top speed. Though you might be tempted to plow through cactus-don't. They can damage your car. A punk-rocker convention was taking place out in the desert, and when they see you they all hop on their dirt bikes and join the chase. Dodge the flaming bottles of gas they toss at your car.

ROUND 3

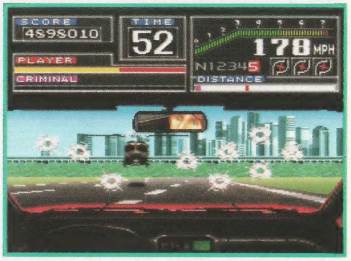


Watch for on-coming traffic in this round. Several head-on collisions will empty your damage meter. You'll be racing down a narrow road with the sun setting and darkness falling. Thugs passing on street bikes will be shooting bullets at you. This is one of those times when you ask yourself why you ever wanted to be a cop. The suspects you're after will be driving a Corvette. Take out your frustrations by smashing in its back end.

ROUND 4

This round launches a sneak attack on you. As you go racing down the wide freeway, you'll suddenly find yourself faced with danger signs crossing the road. Going too fast to stop, you'll slam through them and tear down a dirt road. Keep going, the criminals aren't too far ahead. This time you are chasing suspects driving a modified truck.

ROUND 5



Finally, you're ready to catch up to the ring-leader of the smuggling outfit. But he got where he was by being smart and fighting dirty. Be ware of his tricks and acts of desperation. He'll do anything to avoid going to jail. Before you can collar him, you have to get past his personal attack helicopter. Car versus helicopter makes for some exciting, high-speed driving, so strap yourself in and go like lightning.

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